*---== ST REPORT INTERNATIONAL ONLINE MAGAZINE ==---*
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"The Original 16/32bit Online Magazine"

November 22, 1991 No.7.46
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> 11/22/91: STReport #7.46 The Original 16/32 bit Online Magazine!

- The Editor's Desk
- FSM GDOS Update
- Sierra Unhappy
- CPU REPORT
- PORTFOLIO NEWS!
- SCANLITE & TRAY!
- DC Software CIS CO.
- Really? A MAC?
- STR Confidential

-* CHICAGO IS HAPPENING! BIGTIME! *-
-* MIGRAPH ANNOUNCES SUPER OCR! *-
-* RR TYCOON TOURNEY! *-

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WHAT'S NEW IN THE ATARI FORUMS (November 22)

LIBRARY CHANGE

Now that CompuServe's Forum Libraries support "Across Library Searching", we have closed down our exclusive "NEW UPLOADS" Library. All new files will now be made available in whichever Library can best classify them.

Use the powerful BRO LIB:ALL command to browse through all of our Forum Libraries. Files will be displayed in reverse chronological order-from most recent to oldest. Download file NEWLIB.TXT from LIBRARY 1 of ATARIARTS or ATARIPRO (now called "Forum Help/Info") for complete information on other new and powerful Library commands.

EDHAK DISCOUNT FOR ATARI FORUM MEMBERS

Download file EDHAKD.LZH from LIBRARY 2 of the Atari Productivity Forum (GO ATARIPRO) for a full demo of EdHak version 2.25. This version can be used with the soon-to-be-released QuickCIS version 1.70. Craig Harvey (the author of EdHak) has also announced a special discount for CompuServe members who which to order the full functioning version. Contact Craig at User ID number 73047,600 for details.

NEW FROM CODEHEAD SOFTWARE

Codehead Software has uploaded a demo version of MegaPaint Professional, their amazing graphics tool. See the files MPDEMO.ARC and MP2DEM.ARC in Library 16, Codehead Software of the Atari Vendors Forum (GO ATARIVEN).

Also available is a demo of GENUS, the font editor for Calumus, PageSTream and other typefaces. GENUS is the font editor of choice for the top ST type designers. This demo includes a text file to get you started on your test drive of this remarkable program, as well as information about a SPECIAL LIMITED TIME OFFER on Genus. See GENDEM.LZH in Library 16, CodeHead Software (GO ATARIVEN).

LEXICOR DEMO

A demo version of Lexicor's CHRONOS-3D Keyframe Animator program is now available! See CHRNDM.LZH in Library 9, LEXICOR SOFTWARE of the Atari Vendors Forum (GO ATARIVEN).

ATARI PORTFOLIO FORUM (GO APORTFOLIO)

SYSOP* bj gleason has a new user ID. Please address all messages to him at 75300,2517.

The programming marathon continues with a Portfolio outliner demo and PGfliX -- the closest thing to animation on your Portfolio!

New calculators, lots of graphic files, and a new launcher program are some of the latest entries in our Portfolio Programming Marathon. Check out the latest uploads by going into *any* library and typing BRO LIB:ALL.

THE ATARI PORTFOLIO FORUM ON COMPUSERVE
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OFFICIAL SUPPORT SITE BY ATARI CORPORATION

"GO APORTFOLIO TO ACCESS THE ATARI PORTFOLIO FORUM"

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> CHICAGO! STR SHOW NEWS  Chicago ComputerFest by Atari
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Chicago ComputerFest by Atari
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Update- November 20th

We have updated exhibitors list for Chicago ComputerFest by Atari

Our star-studded line-up:

Main Floor
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| | |
|---|---|
| ABCO Computer Consultants | Gadgets by Small |
| Atari Computer Corp. | Kaleita Art |
| Apple Annie | Mainstream America |
| Application and Design Software | Mars Merchandising |
| ASTMUM Montreal User Group | MaxWell CPU |
| JMG Software | Megatype |
| Atari Entertainment | Michtron |
| Atari Explorer | Micro Creations |
| Atari Interface Magazine | Migraph |
| BEST Electronics | Missionware |
| Branch Always Software | M-S Designs |
| Clear Thinking | One Stop |
| CodeHead Software | Oregon Research Associates |
| CompuSeller West | Phil Comeau Software |

CSA Ltd.
C-Lab
Double Click Software
D.A. Brumleve
Electronic Spinster Graphics
eSTeem
Gadgets by Small
Gribnif
Guitar Plus
Hybrid Arts
ICD
ISD Marketing
Rimik
Rising STar Computers
Roland Corp.
SKware-One
Soft Logik
ST Informer
Step Ahead
Sudden, Inc.
Toad Computers
WizWorks!
Wuztek/OPI
Zubair Interfaces

8-bit Area
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Atari Game Developers Arena
Computer Software Services (CSS)
Dataque
ICD
K.O. Distributors
LCACE
LJK
Mars Merchandising
Newell Industries
RACC (Rockford User Group- Demos)

Atari corporation and ICD have promised that a VAST amount of 8-bit hardware and software will be available from them in the 8-bit area. This show may be the last chance for 8-bit users to obtain some of these items- don’t be left out! Rumor has it Atari is sending a separate 40 foot semi trailer with 8-Bit products to sell at tremendous savings.

Atari Entertainment has promised a special gift "while they last" for Chicago ComputerFest by Atari attendees.

You may collect your gift on the main floor where we have the door prize drop box.

Our seminar schedule is one of the most comprehensive ever to be assembled for an Atari-related event. There will be something for everyone both days! For a tentative listing of seminars, please see the end of this update for the full schedule.

GEnie is the official source for Chicago ComputerFest by Atari information, please stop by the ST Roundtable, Category 11 (Shows) Topic 10 (Chicago ComputerFest by Atari) for the latest in information, and show specials by our exhibitors.

Our "hands on" training seminars have been finalized, please see the seminar schedule at the end of this update for the times and subjects- each session requires advance registration and a $15 "materials fee". Buy your tickets for the Desktop classes early.

The Computerfest by Atari is being held at the Ramada Hotel on Manheim Road just north of O’Hare Airport in Chicago Illinois.

The Show is this weekend November 23rd and 24th. The Show hours are 10:00 AM to 5:00 PM each day. Tickets are $6.00 per day or $10.00 for both days.

Seminar Schedules

Saturday November 23rd

| | | |
|---|---|---|
| 11:00 AM | Plaza | Introduction to Calamus with Mario Georgio ($15.00 Materials charge) |
| 11:00 AM | D-12 | Missionware-LottODDS. |
| 11:30 AM | D-11 | D.A. Burmleve-Using Computers to Foster Creative Thinking by Michael Marks. |
| 12:00 noon | D-10 | Clear Thinking-Ed Hak,Metaphsycology |
| 12:00 noon | D-12 | Dataque-Future of the 8-Bit. |
| 12:00 noon | D-23 | Guitar Plus-Atari for the home MIDI hobby by Bob Lytle |
| 12:00 noon | Salons | Atari Corp- "Atari Speaks" |
| 12:30 PM | D-11 | Step Ahead- Tracker ST 3.0 |
| 1:00 PM | D-10 | Aladdin PC/Genie/HUGS meeting with Jaun Jimenez On-Line Demo / TnT / Prizes for attendees. |
| 1:00 PM | D-12 | Atari Corp. - Portfolio Q & A with Donald Thomas |
| 1:00 PM | D-23 | Roland Corporation- New Products. |
| 1:30 PM | D-11 | CodeHead- Professional Graphics tools. |
| 1:30 PM | Salons | Gadgets by Small- "Small World" by Dave Small |
| 2:00 PM | Plaza | Introduction to PageStream with Dan Weiss ($15.00 Materials charge) |
| 2:00 PM | D-10 | Sudden, Inc.- Sudden View. |
| 2:00 PM | D-12 | Atari Explorer- Magazine Production with John Jainschigg. |
| 2:00 PM | D-23 | Atari Corp.- Atari ST and the professional musician. |
| 2:30 PM | D-11 | Rimik- Multi GEM Demonstration. |
| 3:00 PM | D-10 | Missionware- FLASH II. On-Line Demo. |
| 3:00 PM | D-12 | RACC- 8-Bit Printer codes in popular WP’s. |
| 3:00 PM | D-23 | Hybird Arts- Product Workshop. |
| 3:00 PM | Salons | Atari Entertainment Division- "New Games & Systems" with Bob Schuricht |
| 3:30 PM | D-11 | Electronic Spinster Graphics- Spinning bits into images. |
| 4:00 PM | D-10 | Aladdin ST/Genie with Tim Purves. On-Line Demo / Tnt |
| 4:00 PM | D-12 | Branch Always- GEMulator PC |
| 4:00 PM | D-23 | ASTMUM- MIDI Tips and Tricks. |
| 4:00 PM | Salons | ABCO- "ST Report" by Ralph Mariano |
| 6:45 PM | Salons | Chicago Computerfest Banquet ($25.00 per person- advance) Main Speaker- Greg Pratt, Pres. Atari U.S. |

Desktop Publishing Classes at 11:00 AM and 2:00 PM ($15.00 each)

Sunday November 24

| | | |
|---|---|---|
| 10:30 AM | Plaza | Advanced PageStream with Dan Weiss (Tentative) |

| | | |
|---|---|---|
| | | ($15.00 Materials Fee) |
| 11:00 AM | D-10 | Atari Inc.- Tech Topics/TOS |
| 11:00 AM | D-12 | Atari/Motorola- 680xx internals (Tenetive) |
| 11:30 AM | D-11 | Gribnif- Rick Flashman Presents Arabesque Pro. |
| 12:00 Noon | D-10 | Double Click- Real Time Data Compression. |
| 12:00 Noon | D-12 | Atari Entertainment- Lynx Gaming tips and Technique. |
| 12:00 Noon | D-23 | Guitar Plus- Atari in Professional Studio Applications by Bob Lytle. |
| 12:30 PM | D-11 | SKWare One- Seuat Demo/TnT |
| 1:00 PM | Plaza | Advanced Calamus with Mario Georgio (Tentative) ($15.00 Materials Fee) |
| 1:00 PM | D-10 | Aladdin ST/Genie with Gorden Monnier. On-Line Demo/TnT |
| 1:00 PM | D-12 | Dataque- T8/16 Q&A |
| 1:00 PM | D-23 | Hybird Arts- "Hands On" |
| 1:00 PM | Salons | What’s New From Atari |
| 1:30 PM | D-11 | Step Ahead- Retouche Pro CD. |
| 2:00 PM | D-10 | Atari Explorer- Atari Journalism with John Jainschigg. |
| 2:00 PM | D-12 | A & D Software- Universal NETwork. |
| 2:30 PM | D-11 | eSTeem, Inc.- eSTeem PILOT Authoring Language. |
| 3:00 PM | D-10 | Aladdin PC/GEnie with Juan Jimenez On-Line/TnT. |
| 3:00 PM | D-12 | Atari Corp.- Portfolio Q & A / TnT |
| 3:00 PM | D-23 | Roland Corporation- New Products Demo. |
| 3:00 PM | Salons | Guitar Plus- Basic MIDI and how it works by Bob Lytle |
| 3:30 PM | D-11 | JMG Software- Hyper LINK. |
| 4:00 PM | D-10 | ICD, Inc.- HD/Mass storage tips. |
| 4:00 PM | D-23 | X-Lab- Product Seminar by Bob Lytle. |

Desktop Publishing Classes at 10:30 AM and 1:00 PM ($15.00 Material Fee)

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> CPU STATUS REPORT LATE BREAKING INDUSTRY-WIDE NEWS
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Issue #46

Compiled by: Lloyd E. Pulley, Sr.

-- IBM Expected to Cut 20,000 More Jobs in 1992

According to industry executives, in the next few weeks, IBM will announce that it will reduce its workforce next year another 20,000 jobs on top of the 20,000 it is cutting this year.

If the cuts do take place, they would only amount to 5-6% of IBM's total workforce and could be accomplished by voluntary attrition through incentive programs.

Worldwide, IBM had 407,000 employees in 1986, 373,000 at the start of 1991 and if the cuts should take place, would be down to 330,000 by the end of 1992.

-- SPA Settles Another Copying Suit

Four Seattle companies are paying $100,000 to settle a suit brought by Software Publishers Association (SPA). This is the second suit filed by SPA in Seattle this year challenging the use of copyrighted software. The earlier case, which involved a Seattle environmental consulting firm, resulted in the payment of a $350,000 settlement to SPA.

-- TI and Hitachi Working on 64-Meg Dram

Texas Instruments Inc. and Japan's Hitachi Ltd. have signed a 10-year agreement to work together to develop a 64-megabit DRAM (dynamic random-access memory) integrated circuit and associated production technology.

Reports say that the agreement calls for a joint pilot production of the chip, but volume production and marketing of the chip will be carried out separately by each company.

TI and Hitachi already are cooperating in the development of the DRAMS in the 16-megabit range that will replace the 4-megabits. The new agreement calls for the firms to develop a common design and manufacturing process for the 64-megabit chip with 0.35-micron design rules.

-- Japanese PC Shipments Down

For the first time since the Electronic Industries Association of Japan began compiling such data in 1978, the value of Japanese personal computer shipments fell 3.6% in the April-September period.

While the Japanese domestic sector grew 3.7%, this was way below an average annual growth of 15-20% in the past five years.

-- Tandy Completes Opening of Eight Computer City SuperCenters

Computer SuperCenters International Inc. (CSI), a subsidiary of Tandy Corp., announced Thursday it has completed the opening of eight Computer

City SuperCenters (CCS) nationwide. CSI plans to open approximately 12 to 15 stores per year for the next three years.

In addition to carrying America's five best-selling personal computer products - Apple, Compaq, Hewlett-Packard, IBM and Tandy, CCS will also have available 31 additional leading brand names and will cary thousands of brand name personal computer and home office products.

Victor will be Computer City's house brand of personal computers.

-- Digital Sets Up $5 Million Grant For AIDS & Alzheimer's

Digital Equipment has announced the initiation of a $5 million equipment grant program for health organizations dealing with HIV/AIDS or Alzheimer's Disease.

The program, funded by Digital's Corporate Contributions Program, will make equipment grants of up to $500,000 available to non- profit organizations through a Request for Proposals (RFP) process extending through June of 1993.

The RFP Program for HIV/AIDS and Alzheimer's Disease is designed to assist research, support services, and education and awareness programs dealing with these diseases. It is a further step in the company's commitment to support organizations concerned with critical health issues."

-- Intel Announces Fastest Supercomputer - Paragon

Intel is to announce its latest supercomputers, the Paragon series. Intel says the new Paragon represents the first in a strategy to deliver affordable, practical trillion floating point operations per second (teraflops) systems by the mid 1990s. The Paragon's i860 XP processor is capable of 42 million instructions per second (MIPS) and 75 double precision million floating point operations per second (mflops) when operating at 50 megahertz, Intel said.

Intel says the Paragon combines the highest achievable processing power with an array of system functions. This new computer is the first to offer several advantages including the highest delivered performance using the i860 XP processor, so balanced and scalable output can be delivered to all components of an application including computation input/output, networking and graphical display, Intel said.

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## :HOW TO GET YOUR OWN GENIE ACCOUNT:

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Catch a LIVE conference at 5 pm eastern, Saturday and Sunday with Z-NET and ATARIUSER's John Nagy. Find out what you are missing. See you in Room 1.

Check out an exciting new program from ISD, TMS Cranach Studio. The full-featured DEMO version is now available, file # 21650. An ESM example file is also available for it, file # 21652. This program compliments the ISD product line and is a "must see".

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## > The Flip Side STR Feature "...a different viewpoint.."

### A Little of This, A Little of That
by Michael Lee

Some various comments about Stereo Replay - Cat. 10, Topic 6, Msgs 2,5 - From the from the ST Roundtable on Genie...
From Marty Klein...

Stereo Replay and associated software is terrific on the TT. Hook the cartridge stereo output to an amplifier and you get CD quality sound.

I've recorded several minutes of stereo CD with *excellent* results.

The Stereo replay software is also easy to use and excellent features. Lot of fun. I have also been able to play and edit practically all (including Mac) digitized sounds.

This has got to be the best stereo digitizer on the market.

From Doug Wheeler...

Although the Stereo Replay cartridge does have both inputs and outputs, you can play samples just fine using the STE's and TT's built-in DMA sound.

I haven't tried running the software in TT medium res., although the docs say it should (it says the software works in any mode at least 640x400 (they even say that it won't work in ST or TT low, so they do acknowledge the TT).

---

Comments from Bill Rehbock (Atari) about FSM GDOS - Cat. 14, Topic 18, Msg. 114 - from the ST Roundtable on Genie...

FSM GDOS update

1) We, well, honestly I had some problems with the first source that I was using for the artwork for the packaging for FSM. I have since turned the box design project over to the able hands of Stephen Samuels up in San Francisco (actually further North :-). I have the almost final proof of the package design and it looks great.

In the mean time, during the sale of the copies of FSM GDOS that Goldleaf Publishing distributed (which was the fastest, most effective way I could think of to get the gosh darn thing out on the market) a few minor bugs turned up. Bugs were found in the LaserJet driver, which has gone in to test and looks really good.

A feature has also been added to FSM GDOS that allows applications to find the _absolute_ bounding box of the bitmap of a character, this will allow FSM-aware applications to perform more efficient character deletion when backspacing and the like. A few other speed enhancements have been done in the mean time.

I have checked with the duplication/packaging service that we are using and the bottom line is that FSM will be on dealer shelves four weeks after the box art is turned over to them. Read that: "Mid December"

HOWEVER...If anybody has an absolute, really bad immediate need for FSM GDOS (and you don't own WordFlair so you didn't get FSM through them) please leave me E-Mail and I'm pretty sure that Don Thomas in customer relations will be willing to help me out in taking your $59.95 for an advance order on FSM GDOS as long as you don't mind not getting a pretty box. :-)

2) For Ralph's information... There was an announcement to developers that FSM GDOS was available (announcements as far back as January). The FSM development package is rather large (~40 pages of docs & 5 disks). We didn't want to waste time and money sending it out to every developer blindly and we wanted to ensure quality feedback and

bug reports from the developers that were using it. Hence, we distributed it on an 'on-request' basis only, to developers that showed a real interest in it.

The developers that we received bug reports from and general feedback from were mailed and e-mailed updates. There were several blatant, obvious bugs in the first two developer releases, so we knew who was actually developing it and who wasn't - it weeded out the serious people very quickly. (BTW, the first rev allegedly showed up on two pirate bbs's :-( With the cooperation of the developers that were involved and helped, FSM has become a very, very, good, very solid product.

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About Arsenio Hall and the STacy - From John J. (Atari Explorer) - Cat. 14, Topic 3, Msg. 128 - from the ST Roundtable on Genie...

To Randy, et. al: The Stacy used on the Arsenio Hall show may have a big label on it, but I'd like to clarify that it's being used as a TOOL, not as a "prop."

The Stacy is the favored sequencing controller of Jeff Fair, the sound designer responsible for many of the effects heard in the first few seconds of the show's current "intro" segment. Specifically, it receives SMPTE time-code striped onto the video segment that opens the show. The SMPTE code triggers elements of a sequence that the Stacy then outputs to a sampler, in which multiple effects have been digitally recorded: drum hits, the "zooming" sounds that back up Arsenio's "signature comet" as it streaks across the L.A. skyline, and even the sound of Arsenio Hall himself, yelling "Crank it up!" The sequenced/sampled drum hits cue the band (the Posse), and they actually play the theme live, behind the video.

The producers of The Arsenio Hall Show are very concerned that music on the show be live -- insofar as possible. That's why they (and Jeff) have gone to so much trouble to create a data-interface between this video-footage, the Stacy (which ties the whole thing together) and the band, rather than simply recording the music and effects, once and for all, on the tape.

During the remainder of the show, the Stacy orchestrates sound effects, and helps out the band in other ways. Jeff's wife, by the way, is Starr Parodi, one of the Posse's two keyboard players, and they conspired together to make this intro segment possible. Starr is also a real fan of the Atari, and uses Atari sequencers in her own composing and performance. Her latest album, produced by Jeff, is called "Change," and is presently available on the Gift Horse label.

Marc Vale, of Keyboard Magazine, interviewed Starr and Jeff for Atari Explorer's upcoming (one week and counting) MIDI issue, and we had Darryl Estrine do a cover shoot of them, in their home studio. Wait 'til you see this! (grin)

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More misc. information from Bill Rehbock (Atari) - Cat. 14, Topic 31, Msg. 139 - from the ST Roundtable on Genie...

The next shipment of TT's is due in next week. No dealers have the 1.44 drives yet, they _should_ be in this shipment, but no

guarantees.

I will guarantee that the machine you get from Don at Compuseller West will have TOS 3.06. 3.06 has features such as: memory test during boot up (abort with a key); faster detection of no floppy in drive situations; the TT now boots into TT medium res with the cache on; the VDI is about 20% faster; all 256 ASCII codes can be easilty accessed by holding down <alt> and typing the ASCII value on the numeric keypad; the 3.06 ROMs are 100% 1.44meg drive ready. There other enhancements also, these are the ones I remembered off the top of my head.

---

Some info about Space Quest IV and Kings Quest V from Sierra - Cat. 9, Topic 32, Msgs 125, 129 - from the ST Roundtable on Genie...

From Vince Patricelli...

I read that Sierra has Space Quest 4 already ported for the ST but has not decided if they will release it yet. Perhaps if enough Atari owners write in about it being released, they might just do it! I love the Space Quest Series and would really like to see this game available. Any Sierra fan should write and request this fine program to be released.

Sierra, Inc
P.O. Box 485
Coarsegold, CA 93614
Attn: Ken Williams

From David Holmes...

I just talked to Corey Cole at Sierra, and he said that King’s Quest V and Space Quest IV for the Atari are NOT finished products. They may have started it, but they definitely didn’t get very far into them. They did start a Quest for Glory II ST, but realized that they would LOSE money if they finished and released it. I know Sierra wants its customers happy, but I doubt they’re willing to lose money in order to do so.

If you want to play Sierra games the way they were designed, you need either a 286 w/VGA or a color Mac.

---

Magic Pockets by the Bitmap Brothers - From E.Baiz - Cat. 9, Topic 33, Msg. 1 - from the ST Roundtable on Genie...

This is very good game that has come from the Bitmaps. It is somewhat like a Nintendo-type game where you have a character that moves around from level to level. The graphics and animation are outstanding. The sound is not bad either. On a STe you get stereo music both from the ST and digitized. Excellent game and a must for any ST owner. I have the demo from ST Action and I must this one.

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The Omnimon Peripherals HDrive kit is now available - From Paul Wu (Omnimon Peripherals) - Cat. 4, Topic 17, Msgs 1,2,9,10 - from the ST Roundtable on Genie...

Here it is. The long awaited HDrive Kit from Omnimon Peripherals Inc. is finally here. The HDrive kit consists of a floppy disk controller board "HDFDC" measuring 1" by 2", and a replacement disk drive. The HDFDC is a drop-in replacement of the old WD1772 floppy controller chip. It is 100% compatible with all register commands therefore insuring software compatibility.

Installation is quite easy: for ST computers with a socketed 1772, remove the old chip and the new HDFDC module plugs in place of the old chip. For the people that have STs with soldered-in 1772s, they need to have an authorized Atari dealer to desolder the old chip and put in a replacement IC socket which we provide. The 1.44MB disk drive is then installed in the space previously taken up by the Atari disk drive. If you can not locate a dealer to perform such upgrade, we will help you locate a dealer or do it ourselves for a nominal fee. This kit works with all STs, STEs, and Megas.

The kit retails for $199 with the drive. We package Teac drives with our kit and it is the only drive we endorse. Teac manufacturers several 3.5" HD drives and not all of them work with the ST. If you have the same model we sell, the HDrive kit minus drive is $99.

You will only need one HDFDC for both internal and external drives and you can use the HDrive with Spectre GCR in the 720K mode. We claim 100% compatibility because when a 720K disk is inserted, the board operates just like your 1772. The enhanced mode "kicks in" only when a HD disk is inserted.

When shopping for HD controller upgrades, beware of mods that solders on top of your existing chip. First of all, it is difficult to install and usually even more difficult to reverse the process.Secondly, piggy backing tends to overheat the component especially with the 1772 which operates "hot". Our kit uses surface mount component to insure minimization of board real-estate and it is designed to keep the chip operate "COOL" therefore prolong the life expectancy of the upgrade.

HDrive is an "auto-switch" design. It is register compatible with the WD1772. HDrive relies on the OS to read the disk to find out what kind of disk is inserted.

The HDrive requires that the installer cuts out enough clearance for the disk ejection button.

We use Teac 235HF. There are several versions of 235HF available on the market. You need the ones with one single row of jumpers.

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Important Moniterm info from C.Grimsby - Cat. 4, Topic 25, Msg. 71 - from the ST Roundtable on Genie...

For those of you who haven’t heard, MoniTerm filled for Chapter 11 Nov. 11th, and laid off 22 percent of their workforce. Being a local company, this was reported in the local paper, the Minneapolis Star Tribune.

This doesn’t mean Moniterm is out of business, as they _are_ going to try to make a go of it, however rumors of a buy-out are floating around.

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Info about TigerCub from E.Baiz - Cat. 10, Topic 7, Msg. 1 - from the ST Roundtable on Genie...

> I use TigerCub and I am very satisfied with it. It is probably the best sequencer made for any computer under $100. The only thing I find that is displeasing is the fact it only supports 12 tracks. The people at Dr. T are now thinking about adding more.

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Until next week.....

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> RR Tycoon Tourney STR InfoFile  RAILROAD TYCOON SCENARIO TOURNAMENT

Put on your conductor’s hat and enter....

CAPTAIN MIDNIGHT’S
RAILROAD TYCOON SCENARIO TOURNAMENT!!

Brought to you by Captain Midnight’s Game Room, The Atari ST On-Line Games Newsletter.

Now that one of the year’s greatest games is out (in not altogether perfect condition) (but the bugs are cured), it’s time to see who can really build an empire of railroads.

OBJECT: To find the best-run and efficient railroad. Location does not matter.

RULES:

1) You have to own the Atari ST version of Railroad Tycoon. Only ST entries will be counted.

2) Only _one_ entry per empire builder.

3) All entries must be submitted by one of two ways:

   A) e-mail to D.KERR1
   B) by floppy disk sent to:
      Four Corners Communications

160 Fifth Avenue #614
New York, NY 10010

4) All entries must be compressed either by ARC or LZH.

5) All submitted railroads must be at least 25 years old in game years.

6) There will be only _one_ winner.

HOW TO SAVE YOUR RAILROAD:

When you think you have perfected your railroad, save it to the first slot after clicking "Save Game." You can also save it to another directory by pressing the directory's letter in the save procedure.

Games are saved with _two_ files: a .MAP file and an .SVE file. They correspond by the prefix RRT0, which means the first save slot. Both files must be submitted!

Also include a 50-word description of your railroad, including why it works so well and its name.

Submit your name, mailing address and daytime phone number.

DEADLINE FOR SUBMISSIONS: December 31, 1991

Winners will be announced and notified by February 1, 1992.

JUDGES:

Myself, but I have the king of Railroad Tycoon judging as well Mr. Russell Sipe, editor/publisher of Computer Gaming World and author of The Official Guide to Sid Meier's Railroad Tycoon (Compute! Books) PRIZES (and they are hot):

"The Official Guide To Sid Meier's Railroad Tycoon" book and a one-year subscription to Computer Gaming World, donated by Russell Sipe and the magazine.

"Master Populous" -- the new book by Clayton Walnum, donated by its publisher, SAMS/Macmillan.

A choice of "Red Storm Rising," "M1 Tank Platoon," "Gunship" or "Midwinter" -- donated by "Quentin" of Microprose!

"Night Shift" -- the superb LucasFilms game, brand new, in the bag, donated by me.

If you have any questions, please post them in the message forum or e-mail me (D.KERR1). [Genie]

If this tournament is successful, I will follow this with a similar one for SimCity.

GOOD LUCK!!

Drew Reid Kerr

P.S. employees, family or friends of MicroProse are ineligible.

> DOUBLE CLICK CIS CONFERENCE STR FOCUS  CIS & DC Software's Online CO.
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Double Click Software online in a Conference on CIS Atari Fora.

(1-1,Moderator) Welcome to a special edition of the Compuserve Atari Forum's Thursday Night Conference!  Tonight we're pleased to present as our special guests, Mike Vederman and Keith Gerdes of Double Click Software.  DC products include the DC Desktop, an enhancement to GEM's desktop; the DC Utilities package, which contains a number of great utilities to make your life easier; and their latest product, Data Diet, a real-time file compression system that can save gobs of space on your hard disk.  Mike & Keith, do you have any comments you'd like to start out with?

(1-5,Mike & Keith) Yes, thank you for hosting us tonight.  We are pleased to be here and talk to all the wonderful people out there in modem-land. :-) We are very anxious to get things going, so we'll keep the intro short.

(1-1,Moderator) oh, ok... :-)

(1-1,Moderator) Pattie, you have the floor!

(1-7,Pattie) Wow, that was fast! Thanks!  Mike and Keith, how does Data Diet work?  Are the compression routines like an ARC or LZH??

(1-5,Mike & Keith) Well, Pattie, I'm glad you asked that!  :-)  Data Diet is the first Atari real-time compression program, which means that it actually compresses them when you write them to disk, and normalizes (decompresses) them when you read the files in.  All transparently to the program that is currently running.  As you would expect, doing compression on-the-fly can really slow the system down.  If we were to use ARC of (ee-gad) LZH for the actual compression, you can imagine what kind of slow-down you'd see.  What with the speed of hard disks now very, very quick, we couldn't see that using anything like ARC or LZH to be fast enough.  Sooo...  Over the past 2+ years, Keith has been perfecting his proprietary compression algorithm (which first appeared in DC Squish). Now he has gotten it to compress at over 100 kilobytes per second on an 8 mhz ST, and decompress at a rate of 3x - 5x faster.  <too make a short ayes-no answer long :->

(1-7,Pattie) One final question, if I may... How much time does this add to loading in a file?  Do you have something like a percentage extra loading time?

(1-5,Mike & Keith) Determining the actual increase in load time of a file is really difficult to put into a neat percentage figure.  Some times it

is next to nothing, sometimes it is a little more than nothing, although the actual time will definitely determine (oops...) the actual size will determine the time. And, of course, the file is only normalized once while you are using a program, so the first time the file is loaded is the only time you see that 'slowdown'. Which, frankly, is not really a factor we have ever heard a comment on. Most people make a reference to a slowdown on the save of the file, not the reading in of the file. In order to minimize the effect of slow-down on writes, we have designed Data Diet (DD) to have two modes of compression, one is actually real-time mode that compresses the file(s) when you write to them, while the other mode only dietizes the file(s) when you start a program or quit a program. SO, for example, if you create an article in First Word for that stupendous magazine AIM (while operating in what we call terminate mode <arnold mode at DC :->), then every time you save out the file while still in FW is at the full-speed of FW. THen, when you quit FW, the file is dietized then. In what we call real-time mode, every time you save the file out, it is compressed. This is a real resource hog, and is the way the IBM and Mac programs perform their disk data compression. And it is the same way our yet-to-be-seen competition from Germany does it (which we have been told is unusably slow...).

(1-1,Moderator) Ok, Ron, you're up!

(1-2,Ron Luks) What does Data Diet do to files... that are already compressed, like ARC and LZH files?

(1-5,Mike & Keith) Well, Ron, I'm glad you asked that question... :-) Data Diet has a lot of flexibility built into it. You can exclude any number of files, folders, or drives from dietization, therefore, you can exclude already compressed files from being dietized. Some files, like digitized sound files are, are too random to compress adequately, so you can exclude them as well, and DD will just ignore them any time they are read or written.

(1-2,Ron Luks) But DD doesn't exclude ARc and LZH files automatically then?

(1-5,Mike & Keith) DD has a configuration file that allows you to specify any type of file by extension or complete filename to exclude. It even has a means of excluding a file, folder or drive on-the-fly.

(1-1,Moderator) Neil, you're up!

(1-9 N. Bradley) A question on compatibility: I run a BBS, and I would be interested to hear... how that would affect the read-write of files on the bbs, both .. when the user is downloading files, accessing doors, etc. I have experienced ..problems with DC Squish on some of the programs on my bbs that won't.. run properly when squished.

(1-5,Mike & Keith) Well, Neil, thanks for asking that question! :-) First of all, running a program from doors in a program can be very problematic. Especially when it is a BBS program. However, depending on the version of DC Squish you are using (latest is 1.4c), I would suggest that to insure 100% compatibility with running a program that you _always_ set the TPA button when you Squish a program.... AS for DD... We can't really recommend DD for a BBS operator, since it never terminates, however, if you often run doors programs, then it could possibly work OK. The problem with a BBS scenario is that DD uses a temporary work directory to store the normalized file. If you run a BBS program that doesn't run other programs, which normally runs without terminating, then you'd essentially

have one copy of the file in your work directory, and one copy where it originally resides. Additionally, most files on a bbs are already compressed, thereby you wouldn't get any savings using DD.

(1-1,Moderator) ok, your turn Pat!

(1-12,Pat Augustine) This is more of a Id-like-to-see question. Would it be possible to add a line to DATADIET.INF, to tell Data Diet not to run during certain programs? I can't count the times I've de-arc'ed something, only to have Diet come along and compress it before I can look at it.

(1-5,Mike & Keith) Pat! You are the man! Don't you know it's against the law in most states to read someone else's mind??? We are currently testing this feature right now in the current beta version. <OK, who's been talking to Pat :->

(1-1,Moderator) ok Chris, you're up!

(1-6,Chris Sorensen) How safe is my data? As an example, let's say I've just finished a rather lengthy session with a database. I exit the program, then start it again later to check an item. For some reason, a sector in the middle of the db got stepped on, and the db is only partially readable, up to the damaged sector. With a "normal" (non-dietized) file, I could use a disk utility to recover most everything beyond the damaged sector. What happens with DD? Have I lost everything beyond the damaged sector? The whole file?

(1-5,Mike & Keith) Yes. :-) I just conferred with Kieth, and he tells me that you would lose all of the data after the 'hole' in the file. DD would be unable to re-synchronize its way in the file, and it would be lost. Chances are, in your example, that the program would have trouble if it were a file you attempted to recover by hand. Of course, a text file would be another story, since you could rewrite the missing section. We aren't aware of any compression technique that can recover a missing section of a single file.

(1-1,Moderator) ok, Keith Joins is up!

(1-10,keith joins) What would the consequences be if DATADIET.TBL got trashed? I guess in other words, is it a good idea to make frequent backups of that file?

(1-5,Mike & Keith) If DATADIET.TBL is lost or you delete it, then the files waiting to be dietized would remain in the work directory and you would have to manually move them out of the work directory. DD is designed to not touch files it doesn't know about.

(1-5,Mike & Keith) In this case, since the DATADIET.TBL file tells DD what needs to be done, since it would be gone, DD would just assume nothing needs to be done.

(1-10,keith joins) it would have no effect on normalizing already dietized files?

(1-1,Moderator) So DATADIET.TBL is only used for dietizing, not normalizing?

(1-5,Mike & Keith) DATADIET.TBL is used to tell DD everything. Let me digress momentarily... DD is composed of several parts: DATADIET.PRG is the AUTO folder handler that is the actual workhorse (and it's only 10K!!-

!); DATADIET.APP/ACC is the front-end to DD that lets you examine files in use, configure DD, and perform various other housekeeping chores; and finally, DD_TOOLS.APP/ACC allows you to singly or batch dietize/normalize a file, folder or partition, and you can get info on a single file or get 'calories' on a folder or partition, which displays alot of statistics about your disk, including space saved and what size drive your drive looks like with DD installed. Sooo... if you are using DD_TOOLS, then DATADIET.TBL doesn't have any control, since DD is put into real-time mode.
(1-1,Moderator) Ok, final call for questions here... Paul is next, and after further questions we'll have the drawing! Paul, you're on! Well, looks like Paul must've stepped out. In the meantime, M&K, any new stuff in the pipeline?

(1-5,Mike & Keith) Whoa! New stuff. Have we got plans. First of all, we will soon be releasing Game Workbench, absolutely the best animated interactive video game system in the world, bar none. GW combines several superb tools with the best sprite manipulation, page flipping, map scrolling, and animation techniques used by professional game programmers. With GW you can easily create a Dungeon Master, Batman, Time Bandit, Speedball, Asteroids, Sinistar, etc. type game. It is truly astounding. GW has been in design and construction for 3 years now, and is a shining masterpeice of true video craftsmanship. One of the best things about GW is it is designed to allow you to write the game once, and if you follow the guidelines we set forth, you will be able to compile the same game on another platform with a minimal to no effort. Currently, we have plans to release an IBM PC version of GW, and after that a Macintosh version. Beyond that, we will see what platform to write it for NeXT. <grin> GW comes with three program tools: Animatic is the best sprite animation editor available, with many many features, including scaling, fading, blurring, and other special effects, 100 sprite buffers, the ability to manipulate each frame or ranges, cut and paste between sprite films, and it is also a complete paint program. You can also use it to create fonts and create tokens for your playfield maps. The Cartographer uses playfield tokens created with Animatic to allow you to create your scrolling map for your Time Bandit clone (or Vanguard clone :-). Finally, the Film Spy lets you search for and save out graphics from any file, so you can lift sprites from another game. The heart of GW is the 450+ game routine library that incorporates all of the best professional techniques for sprite manipulation (movement, collision detection, etc, with unlimited sprites), animation (it will play Cyber or Chronos animations from the disk - oh, and Animatic will load them in and let you use them as sprites, as well as import many other sprite formats), page flipping, color interrupts on every scanline (or a different resolution), digitized and background music, loading and detection of a picture file format, keyboard, joystick and mouse handling, plus much much more in a very easy to use format. The best thing is GW will be usable with your favorite C compiler or compiled GFA BASIC. Much much more. It will have an introductory price of $99.95. We also have plans for many other things, including a package of CPXes for the new extensible control panel, DC NoveTalk which was shown working at Dusseldorf allows your PC emulator in your ST to talk to and use a Novell network (so it isn't just stand-along anymore), and DC Talk will give any ST (note _ST_) localtalk ports so you can have a cheap and _fast_ network. All this and more... Anyone know how to make the days longer? :-)

(1-2,Ron Luks) ok folks....

1-1,Moderator) Sounds great! It's getting late, so do you have any closing.

statement before the drawing?

(1-5,Mike & Keith) You can write to us for our newsletter for more details on what we have planned for the future:  PO BOX 741206, Houston, TX 77274.

(1-2,Ron Luks) Lemme step in and thank Mike and Keith for hosting this CO...

(1-2,Ron Luks) and give the details of our online "drawing" for a free copy ...
of Data Diet. First, no sysops or Free accounts eligible ) (sorry Pattie and Lee) [g].
(1-10,keith joins) booo! hiss!

(1-7,Pattie) Ron, ahhh shucks! :)

(1-2,Ron Luks) Every other user will type the following command EXACTLY as ...
shown.  It will roll 5 6-sided dice...

(1-2,Ron Luks) and the highest total wins the prize. ...

[10] keith joins - you pay here <g>

(1-2,Ron Luks) In case of a tie score, the highest numbers (the tie) roll a ...
a second time. ....

(1-2,Ron Luks) The command is /ROLL 6 5

(***DICE***) Chris Sorensen rolled (6) 5,2,1,5,5=18

(***DICE***) Pat Augustine rolled (6) 3,5,1,2,5=16

(***DICE***) Frank K. rolled (6) 3,6,5,5,3=22

(***DICE***) Marc Champagne rolled (6) 5,1,2,6,4=18

(***DICE***) Rob R. rolled (6) 5,6,4,3,3=21

(***DICE***) Charles Carroll rolled (6) 4,3,4,1,4=16

(***DICE***) Lee rolled (6) 5,1,4,6,2=18

(***DICE***) Mike & Keith rolled (6) 5,2,6,4,4=21

(***DICE***) wda rolled (6) 3,6,4,6,5=24

(1-1,wda) :-)

(1-10,keith joins) frank’s winning!

(1-3,Frank K.) Are you kidding me?

(1-2,Ron Luks) Looks like Frank K is the winner!  Congrats

(1-10,keith joins) too bad bill

(1-1,wda) oh darn! hehe

(1-3,Frank K.) I've never won anything in my life. Gosh.  Thanks!!!!

(1-2,Ron Luks) Frank-- drop an EMAIL to Mike and Keith and send them your address

(1-12,Pat Augustine) Congrats, Frank!

(1-17,Rob R.) Those dice were loaded <g>

(1-10,keith joins) neil: you get the wok!

(1-7,Pattie) Congrats Frank!

(1-3,Frank K.) Wow.  I'm excited about GW and the other new things. That's great
Keith, THANKS!

(1-5,Mike & Keith) Congratulations Frank.  Of course, all contestants must meet eligibility rules and pay applicable tax title license and destination charges.  Your milage may vary, some states do not allow restrictions...

(1-2,Ron Luks) ok folks.  Thats it. Thanks to all who attended.  G'nite all.

(1-5,Mike & Keith) Frank, send email to 75300,577

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> STR Portfolio News & Information  Keeping up to date...
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## THE ATARI PORTFOLIO FORUM

On CompuServe

by Judith Hamner  72257,271

We have another week's worth of great uploads. Marathon programmers BJ Gleason, Dave Stewart, and Don Messerli are to be congratulated and thanked for their effort.

LAUNCH.ZIP is an improved version of Launch by David Stewart.  This update incorporates suggestions from P Craig Davis.

AU1091.TXT and AU1191.TXT are the October and November Portfolio columns from AtariUser Magazine. PA07.TXT is issue #7 of Portable Addiction.

These are being uploaded regularly by BJ Gleason.
PB01.TXT is his Pbasic programming column re-printed from RE:Port.

MAC.ZIP by David Stewart is a program to easily define keyboard macros.

MCMAP.ZIP is a program by Don Messerli to give a visual represention on screen of how space is allocated on a RamCard. This will illustrate the degree of file fragmentation.

TOUCH.EXE by BJ Gleason will set the date and time stamp on a file to the current time in the system clock. Wildcards are supported.

CPORT.ZIP is a test version of a CompuServe navigation program by David Stewart. There has been much demand for a program to automate CompuServe use with the Port. This version will logon, go to the selected forum and download new messages. David would welcome your comments.

Steve Liberty is experimenting with an outliner for the Port.

SL-OUT.ZIP Is a small version that will handle 50 line files.

Don Messerli and BJ Gleason have developed a new graphics standard. The PGX standard has all pictures, text and control information in a single file.

PGFLIX.ZIP is a PGX viewer by Don Messerli.

DOMINO.ZIP is a PGX animation file which can be used to try out the viewer.

PGCAP.ZIP is a screen capture program by BJ Gleason. Pgcap will allow you to capture a screen to a file in PGF or PGT format. The files can then be converted to other formats using PGCONV.

We also have some announcements. CFEST1.TXT is a pre-show update for Computerfest by Atari. The show will be held this weekend in Chicago. AUTOBY.TXT gives descriptions of Autobyte Products Software.

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## > REALLY? A MAC? STR FOCUS a humorous look at 'getting started'

## A MACINTOSH CONVERT? - NO WAY!

by Dana P. Jacobson

Before even getting started, I must state for the record that most of

what you are about to read is based on pure assumption on my part. Some of these assumptions are made because of lack of knowledge and/or experience. I've assured myself that I'll probably be corrected a number of times, but the experiences and observations I'm about to reflect are, at the least, humorous to more experienced users.

At the recent WAACE show, a friend received one of the Spectre 128 cartridges that Dave Small passed out. Since this friend already had a GCR, he gave me the 128. Well, I wasn't really that enthusiastic about it, since I really had no desire to "use" a Mac, so it sat on the shelf for a couple of weeks. Well, I happened to hear that someone was selling their ST set-up, including a Spectre, so I bought the Mac ROMs for a great price. I also managed to get a couple of disks which included the System/Finder software, a telecommunications program, a word processor, and a couple of games. Okay, I could at least _do_ something now.

I was given a brief explanation how to get going, so I was on my way to muddle through learning how to use a "new" computer. Put the Spectre disk in, ran the Spectre program, and I'm almost there. It seems almost to unbelievable to comprehend, but supposedly when I hit the Return key, I'll enter the Mac world by using my ST. I did, and it did. "Welcome to Macintosh". Well, so far it's friendly, now what? No icons like my ST desktop displays. Hmm, oh yeah, hit F1 and the A drive appears. Hit F2 and the B drive is there (I haven't got the courage yet to run it on my hard drive!).

Now things look familiar, so I open up the System/Finder disk to see what's there. Nothing that I can use directly, so I close it up again. Check out the other drive and run the telecommunications program. It has drop down menus, but when I move the cursor to one, nothing happens. Oh yeah, hold down the mouse button to access the menus. Let's read the docs. On the ST, double-clicking on a non-executable file will bring up the familiar "Display, Print, Cancel" dialog box. Double click this Mac document and the program runs!? Well, now that I'm here, let's check out the program anyway! I got all of my settings straightened out. Where's the dialer? Another menu for that, put the number in and dialed. Hey, it worked!! Oops, I don't have the function key macros I'm used to with Interlink!! What's my password for this BBS?? Hang up....

Alright, let's check out one of the other disks, but we may go back to the telecom in a bit. Take out the System disk, insert a game disk. Oops, that doesn't work. Well, on the ST I can hit the [ESC] key to re--read a new disk, so let's try it on the "Mac". Nope, that doesn't work. Oh yeah, if I hit F1 before, it should read the disk. Nope, I get this weird flashing "A" at the top of my screen. Hit F1 again. Please insert "UnNamed Disk HFS", it says. Huh? None of my disks are "named"!! Put in the System disk again; maybe it acts like TOS on disk. Still nothing. Click on "B" - nothing. I guess I messed something up!!

I turned the system off and started over again. Loaded Spectre, hit Return, and nothing! I made a frantic call and was reminded that to change disks, you must "eject" the disk first. Well, when I hit that button in front of my floppy drive, the disk ejected!! Oh, you have to either select "Eject" from the drop down menu or drag the disk icon to the trashcan. Drag it to the trashcan?? That will erase the disk!! Not on the Mac!

Well, it was a moot point for the present, since I apparently had trashed the system disk. I hadn't made a back-up because I hadn't figured that out yet! Got a replacement and started over again. I checked out

this "Eject" method, and I got that darn flashing "B" this time (I left the system disk in this time!). Took out the disk, and replaced it with another, hit F2. Hey, it worked! Played a game or two of the Mac's version of Shanghai, called Mombasa - nice game! Let's try the telecom program again and see if I can download something.

I found my password, and succeeded in getting online. I read a few messages and went directly to the Mac SIG. Found a small file of interest, let's get it. I figured out how to select the right transfer protocol and proceeded to download the file, or so I thought. How do I save the file? There's no room on this disk, and I just can't put in a blank disk. There's no access to "eject" or to the desktop to "trash" the disk!! Sheesh, this is frustrating. I hung up and explored the menus more thoroughly. I had no idea how to get at the docs, so I guessed. I found a "Receive Folder" option and realized I had to "predetermine" the file destination _before_ I started to download. Weird item selector, but it worked. I did manage to go back and get the file, but it took some doing!

I left Spectre alone for a couple of days, but I was determined to learn some more. I still haven't been able to figure out why I can't display a doc file. Sometime I get thrown right into the program, as what happened with the telecom program. In others, I get an odd error message saying something to the effect that I can't access that application or something. Sooner or later, probably _much_ later, I'll figure it out!!

I discovered the Transverter program and learned that I could copy files from the ST disk to a Mac disk, or vice versa, great!! At least I could download in ST mode and get the programs onto a Mac disk!! I found UnStuffit for the Mac, so I could uncompress that file I downloaded earlier. That worked although I have no idea how! I learned how to format disks so I'd have some available. It was frustrating to learn that there are more than one format "type" available. Decisions decisions... I even managed to figure out how to shut the system down before literally shutting it down!! What a chore!

If running Mac software using Spectre is supposed to be an indication of how a Mac operates, I'd rather use my ST any day! Granted, I'm still a novice with Spectre, but first impressions are important. Operating the "Mac" just isn't intuitive, or at least it wasn't for me. If I was ever to consider going to another computer platform, it probably won't be to the Mac. I've learned first hand what I knew all along: the ST is a machine that is simple to operate right from the beginning. Having a Mac or IBM logo on a computer doesn't necessarily mean that the machine is going to live up to its hype. Knowing that I can emulate the Mac now with Spectre can only be a plus (once I know what I'm doing!), but if I didn't have Spectre, I'd still be more than satisfied. Being able to emulate the Mac allows me to do more exploring of various software that I might not be able to use with my ST alone. The great part of all this is that I'm still using my ST, only using it _as_ a Mac. I admit that I haven't explored much yet using Spectre, but what I've learned so far is that I still prefer Atari machines and that the Mac world didn't win over a potential convert.

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> STReport’s Editorial Page "SAYIN’ IT LIKE IT IS!"

## From the Editor’s Desk

The Chicago Computerfest by Atari is a very real and magnanimous happening at the Ramada Hotel O’Hare in Rosemont, Illinois. This show promises to be one for the "books". Its been related that Atari is sending two, possibly three, "eighteen wheelers" jam packed full of goodies for the show.

There’s something for all Atari enthusiasts at this show, the "8 bit users, Lynx players, Portfolio affectionados, Unix Gurus, Desktop Publishing Wizards, Midi Artists, 16 bit users and of course, the curious and soon to be ... new users."

Atari has most assuredly outdone themselves in providing a solid, well planned, platform from which to launch this, the very first fully Atari supported effort by the fine folks of the LCACE usergroup.

The list of supporters coming from the userbase for this show is indeed impressive. The listing reads like a "who’s who" in the Atari Community. Congratulations and heartfelt thanks are extended to each and every one of them for coming forward to help make this show a wonderful success.

ABCO Computer Consultants, my company, is among those listed as attending. While I would LOVE to be there I am, unfortunately due to circumstances beyond my control, unable to attend in person. However, I am with you all in spirit and there will be more than adequate representation for both ABCO Computer Consultants and STReport International Online Magazine.

In addition to a neat souvenir issue from STReport that highlights a number of the fine exhibitors at the show, ABCO Computer Consultants has donated a complete, ready to run ABCO 105mb hard disk system to the show organizers to be given away to a lucky Grand Prize winner! Also donated by ABCO are (6) Door Prizes, $100.00 ABCO Gift Certificates.

Please, be sure, one and all, to have a wonderful time at this show, and above all else I hope all of you have fond memories of both the show and the Atari wonders you experience for many years to come. This show is sure to be remembered as the "Ultimate Atari Experience!"

At this time, I’d like to take a moment to wish the warmest of Holiday Cheer to everyone in the Atari Community. ThanksGiving, Chanukah and Christmas signify a wonderful time of the year for everyone. The marvelous Holiday Season, a time for renewing old friendships and the making of wonderful new ones. There may have been times, over the past year, when relationships became somewhat strained but because of solid friendships, these situations are easily overcome. To one and all, enjoy the very warmest of holiday cheer and for the coming year, good health and fortune.

thanks again,

Ralph.....

""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""

> STR Mail Call "...a place for folks to be heard"
  ==========

STReport's MailBag
==========

From GEnie ST RT
Category 9, Topic 32
Message 143 Tue Nov 19, 1991
K.SCHAFER4 [Necromancer] at 21:49 EST

I received the following letter after I sent one to Sierra, asking them to continue developing for the ST line:

Dear Mr. Schafer,

Let me begin by saying that Sierra On-Line appreciates your support of our software, and in turn we would like to do our best to support you in your use of that software.

Unfortunately the Atari computer market is not growing at a rate that makes producing games for the Atari profitable. We have been producing programs for the Atari for many years in the hope that the sale of Atari computers will pick up. We have found that the cost to convert programs to the Atari format is greater than the profit from the sales of the Atari software.

I tend to blame Atari for the lack of agressive marketing of the Atari computer here in the United States. It is difficult to convince management to invest in the Atari platform when Atari thenselves simply have not made the effort to increase their market share here in the states. I hear people make comments that the market is strong overseas, which is true. However, America is our primary market.

I have always enjoyed supporting the Atari computer. They are so easy to use that they almost run themselves. I hope that I am wrong and that management will continue to support the Atari computer. I do appreciate your interest in our products and I am sorry that I had to return such a negative letter. Ken Williams did read and initial your letter, so feel confident that it did not fall on deaf ears. He simply receives too much mail to respond to each one personally.

In closing, I would like to say, we at Sierra On-Line appreciate your

support of our software, and in turn, we like to do our best to support you in product usage. Should you have any further questions, please feel free to contact me personally.

Sincerely, Mike Welzer Customer Service

(this letter was dated November 6, 1991)

From GEnie ST RT
Category 35, Topic 3
Message 133 Sat Nov 16, 1991
S.CRANDALL1 [SRC] at 00:21 EST

Goldleaf and others

I have had problems with WF II before the release of FSMGDOS. Tell me, anybody, does justification work? Most of the things I do are short documents, and I still have trouble. I will try increasing the cache but I don't think that that will help the justification problem.

SRC

From GEnie ST RT
Category 28, Topic 14
Message 164 Sat Nov 16, 1991
J.ALLEN27 [FAST TECH] at 14:23 EST

I look at it then as.. "Why did they go to the EFFORT to make a crippled cover, and use a different set of disks in the box?" If this is just a helpful response to buyers needs. They had to invest cash money to make a second cover mold, and they have to add overhead to the packing process to differentiate and exclude HDX disks from non-drive machines.

Why not just leave the drive out of the non-drive models, and keep all the rest the same?

---

Category 28, Topic 14
Message 165 Sat Nov 16, 1991
REALM [Joey] at 15:34 EST

Jim, Excellent question! To bad it has no logical answer.:-(

---

Category 28, Topic 14
Message 166 Sat Nov 16, 1991
M.ANGIER [Mike Angier] at 16:13 EST

My dealer said that I could just plug in an SCSI drive (external) and use that...no mention of the lack of driver software...

Since all TT's ship to dealers in the no HD config., why go to the extra cost of then selling a HD kit to those dealers who then have to install it with mounting hardware and a new cover... I'd think that having the HD cover and bracket installed in the first place would not be much more expensive than the present cover.

Later, Mike

PS:  when was the last time you saw a PC clone with a block of plastic in it's empty drive bays?

From STReport Editor D.J.P.
Item    8586146                 91/11/16        08:13

From:   NEVIN-S                         Nevin Shalit

To:     D.JACOBSON2                     Dana P. Jacobson

Sub: Thanks...!

Dana, I wanted to really thank you for that very thorough and favorable review of Tracker/ST.  It's clear that you really explored the program, and I appreciate that..!

I'm going to try to find a true HP Laserjet this week so I can write a fool-proof driver. I'll keep you informed.

Once again, thanks again..!

--Nevin

Conf : STReport Online
Msg# : 16698/16709  Lines: Extended  Read: 2
Sent : Nov 20, 1991  at 10:22 PM
To   : ALL
From : Serge Marelli at ComNet Luxembourg, Europe @363
Subj : Piracy

I read following message in another base...  what do you think about it?

From: KURTISS FOSKEY                    Read: Public
Conference: XNET PROGRAMMING CONFERENCE

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

- Hey, is Origin looking for game programmers?  If so who should i write
- to?
- or call? I'd love to work for a cool company like Origin!
-     The Warlock
- P.S. Are they ever going to do Ultima 6 or 7 for the ST?

Talked to Lord British over the summer. ST is out of the Ultima line of games. Not only that, but ST is out of all Lord British games. What's more is that supposedly the ST is being phased out of all Origin releases. Seems that proof has been found that shows we STers to be the biggest collection of Software Pirates in the entire computer world. I think someone has gotten their data screwed up, or has given in to too much propoganda, but regardless, the word in the software industry is Atari ST = Piracy.  For this reason, expect American releases for the ST to continue to drop.
Originated from ///---PASTE BBS---/// (Fnet 690)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Now if that was true, it would really mean the ST is in danger...

STReport's Staff — The regulars and this week's contributors!

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Ralph F. Mariano

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* "Rumors - Tidbits - Predictions - Observations - Hot Tips" *

==========

- Federal Way, WA.

## MIGRAPH ANNOUNCES INTELLIGENT OPTICAL CHARACTER RECOGNITION APPLICATION FOR ATARI SYSTEMS

"Since the release of the Migraph Hand Scanner, we have been searching for an OCR Solution that would meet Migraph's high quality and performance standards", state Migraph president Kevin Mitchell. "Migraph OCR is the result of a joint development effort between Migraph and a top developer of OCR software on UNIX based systems. The combination of the OCR engine and Migraph's interface provides a powerful, yet easy to use program."

"Perhaps a better indication of our commitment to the ST market can be measured by the emergence of Migraph OCR, The Omnifont based OCR product. You will not find any of the leading PC Software giants rushing to spend thousands of dollars, and several man-years to port a $500 OCR package to the Atari. Nor has any developer for the ST made the large upfront cash investment necessary to bring Omnifont technology to the ST.

Well, just like you, we at Migraph got tired of waiting. So we forged a strategic alliance with an OCR Omnifont engine developer. Together, we are bringing their mature UNIX OCR engine coupled with our intuitive interface to the ST market. The cost to Migraph has been substantial. We have focused our complete financial and manpower resources on this project. We've done this knowing that your satisfaction and word of mouth recommendation would generate years of sales as we continue to support and improve the product."

Optical Character Recognition is the process of using software to recognize text characters that have been scanned into the computer. The end result is an ASCII file which can be loaded into a word processor or desktop publishing programs.

### OMNIFONT TECHNOLOGY

Migraph OCR uses Omnifont Technology, widely recognized as the leading technology for OCR products. Omnifont technology enables the program to recognize characters based on mathematical definitions rather than a set pattern. This greatly increases the speed of the application as well as its accuracy.

"Having the Omnifont engine makes this a quality product. Adding 'Intelligence' makes it a superior product" states Kevin Mitchell. "Trainable OCR programs have the capacity to learn new symbols aided by the user. Migraph OCR uses lexicons and linguistic dictionaries to help recognize characters, so that fewer characters are presented for identification by the user. The end result is quicker and better character recognition and a more satisfied user."

Migraph OCR includes these additional features:

= Directly supports the Migraph and Golden Image Hand Scanners

= Loads IMG and TIFF files

= Defines text and graphic areas; saves out text as ASCII files and saves graphics in TIFF or IMG format.

= Includes four different linguistic databases: English, French, German and Dutch.

= Allows the user to create dictionaries for multipage documents that have the same type of characters (mathematical, Greek, etc.)

= Easy to use interface.

REQUIREMENTS

Migraph OCR will run on any Atari ST, Mega, STe or TT system with 2mb ram and a hard disk drive.

AVAILABILITY

Migraph OCR will be available this December through normal distribution channels as well as direct from Migraph. The suggested retail price is $299.00

For additional Information:

MIGRAPH INC.
200 South 333rd Street
Suite 220
Federal Way, WA 98003
1-206-838-4637 voice
1-206-838-4702 Fax

- Girard, OH

DR BOB'S SCANLITE! HERE!!

New From Dr. Bobware
Dr. Bob's
S C A N L I T E

Scan and Save software that directly supports many hand scanners available for the ST/TT. GeniScan/ST (tm), Migraph (tm), DAATAscan (tm) and the Golden Image (tm) hand scanners are currently supported with plans to add to that list as the need arises.

ScanLite requires less than 20k of memory making it an excellent choice for systems without megs and megs of memory. ScanLite is a superb choice for those who like to scan large images while at the same time being able to keep their favorite system enhancements installed. ScanLite is great too for large systems when all you want is a quick, no-hassles scan & save.

View as You Scan in all ST and TT resolutions. Easy to use dialog for desired scan length in either inches or centimeters. An adjustable time-

out feature that’s compatible and convenient across the accelerator board spectrum. No more drumming your fingers on the desk while you wait for a timeout. No more timeout before you can get situated for an ideal scan.

ScanLite saves scans as .IMG files in either super-compact or ’uncompressed’ format for maximum compatibility across system platforms.

ScanLite CAN RUN AS A PROGRAM OR AN ACCESSORY! For accessory running, ScanLite has a fully configurable memory reserve feature which allows scanning within programs that take all of system memory space for themselves (like PageStream). Or, should you choose to run as an accessory with no memory reserve feature, ScanLite will take only 20K of memory space until you call it up. It will then use what’s available from the system, giving that memory back when it’s done!

When ScanLite is installed as an accessory, it’s fully loaded with the ability to communicate with other programs running under GEM! This enables you scan directly into any program that’s designed to "talk" to ScanLite! We are currently discussing ScanLite compatibility with several other ST/TT software publishers so if you’d like to be able to scan directly into your favorite program, give the publisher a call and ask if they are ScanLite ready!

ScanLite currently has the ability to directly interface with the COALESCE merging software that comes with THE TRAY from WizWorks! Scan directly into COALESCE for easy picture perfect full page scans with your existing DAATAscan (tm), GeniScan/ST (tm), Golden Image (tm) or Migraph (tm) hand scanner.

ScanLite is available for only $20 from.....

WizWorks!
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- GIRARD, OH
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you can elect to save the full page as an .IMG file for use with any software you like. COALESCE can also re-load these full page .IMG files (or any .IMG for that matter) for quick re- printing anytime.

COALESCE is also specially designed to directly interface with Dr. Bob's ScanLite so if you're a Scan Lite owner, you can scan and save directly from within COALESCE!

THE TRAY gives you a steady helping hand to straghten out any scanning task and fits most hand scanner body styles available for the ST/TT line of computers. THE TRAY is a trademark of the LYRA Group and comes with the ready to run COALESCE merging software for all ST/TT computers. The THE TRAY fits GeniScan/ST (tm), Golden Image (tm), Migraph (tm), DAATAscan (tm) and most other scanner bodies available for the ST/TT.

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Both ScanLite and THE TRAY will be introduced at the Chicago AtariFest!

The manuals have already gone to the printers!

---

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than one where everybody agrees!"

Michel De Montaigne

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